

ParkPosGenerator

Manual

Version **3.2**

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1 Introduction

Although you can download some **5398** airport files from my website, you may want to generate new ones, because you have other airports, or the same airports but from a different manufacturer.

The tool ParkPosGenerator can do this for you.

ParkposGenerator does not change a bit in your Flight Simulator, it only reads files.

1.1 System Requirements

ParkPosGenerator is a C++, 32 bit Windows application for **Windows 7** or later

You need the Microsoft Visual C++ Redistributables for Visual Studio **2015**. The standalone installers for x86 (vc_redist.x86.exe) and x64 (vc_redist.x64.exe) can be [downloaded here at Microsoft](#). Install the **x86** version.

1.2 Forum

For questions & answers and discussions use my PSXseeconTraffic Forum at [MyCockpit.org](#)

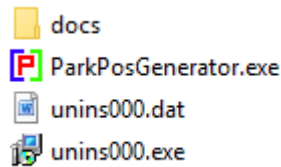
2 Installation

2.1 Download and install

Download setup_ParkPosGenerator_vx.y.zip from www.lekseecon.nl/PSXseeconTraffic.html.

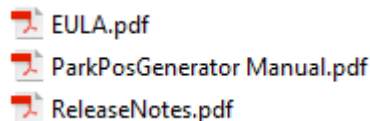
Unzip and run the installer. You should install ParkPosGenerator at your Flight Simulator PC. **However, do not install in the C:\Program Files (x86) folder!**

After installation, you will have a ParkPosGenerator folder containing the following files and folder:



ParkPosGenerator.exe is the 32 bit application, unins000.exe is the uninstaller. However, you better uninstall using the Programs interface or the apps interface.

The **docs** folder contains the following files:



Documentation is provided by means of the pdf files ParkPosGenerator Manual and ReleaseNotes.

The EULA is the End-User License Agreement. This is a legally enforceable contract between you and the Author. By accepting the installation you agree to be bound by the terms of this EULA.

Can I run ParkPosGenerator networked?

Yes you can but it is not recommended. The recursive folder search will take a long time when running over a network. But technically speaking it is possible.

Use **\\PCname\Sharename** as syntax in your full paths, e.g.

\\ADAM\Prepar3D v3

Where Prepar3D v3 is a sharename on my flightsim PC with name ADAM.

2.2 Update and removal

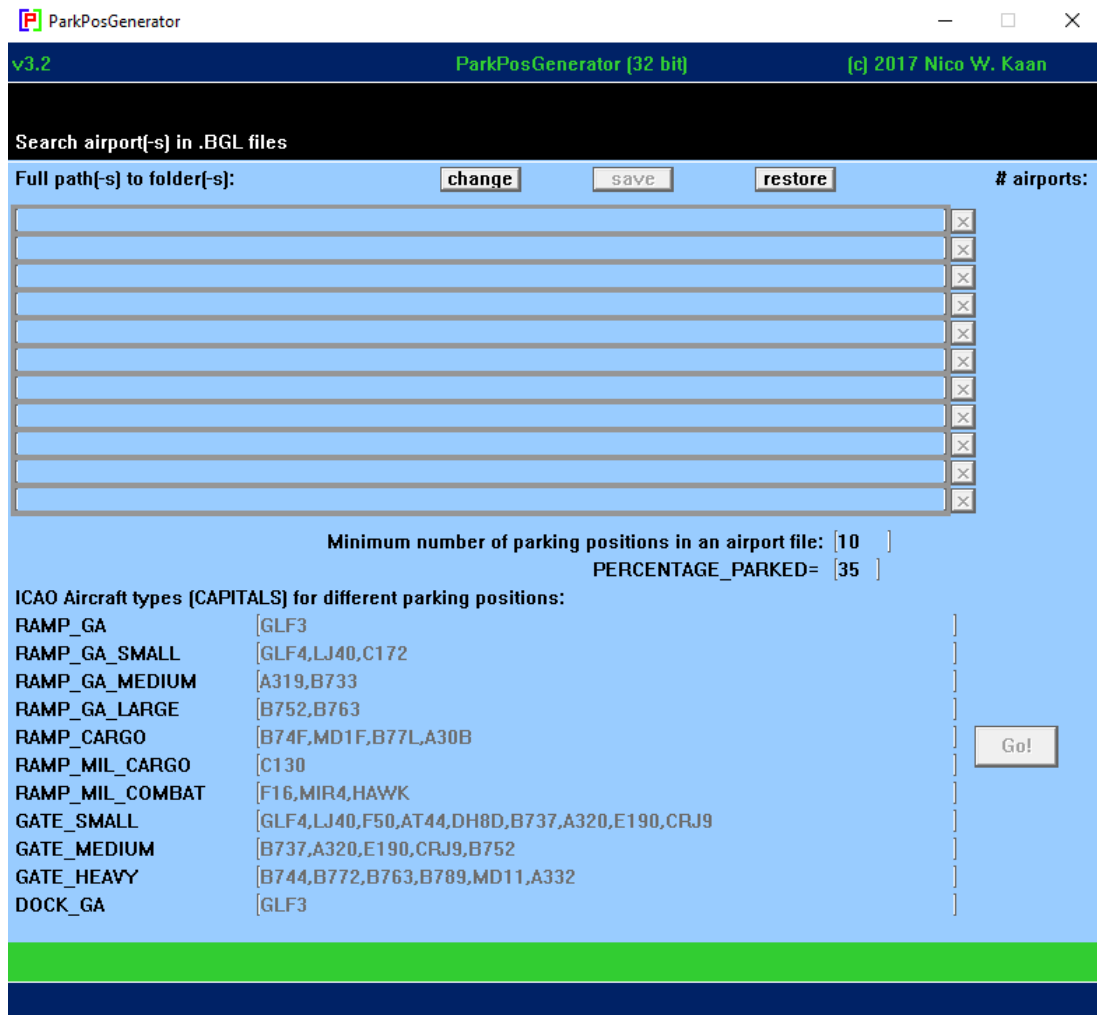
Download setup_ParkPosGenerator_vx.y.zip, unzip and simply run the installer. It will first uninstall your previous version and then install the new one.

Removing ParkPosGenerator from your PC can be done running the uninstaller from the Programs list or the apps list, just like any other Windows program.

3 Operations

3.1 Start

If you start ParkPosGenerator the following screen will show:



You should add full path names to the folder from which ParkPosGenerator will search for airports.

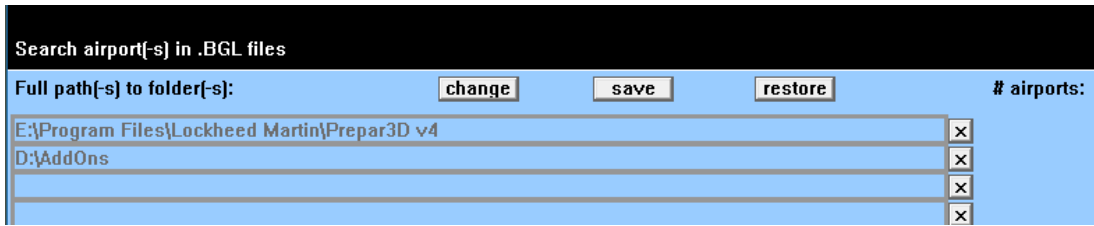
If an airport has more than the specified minimum of parking positions (default 10, but you can change that) an airport file will be generated in subfolder parked of ParkPosGenerator.

This search includes sub-folders, so specifying:

C:\Program Files\Lockheed Martin\Prepar3D v4

will make it search Prepar3D v4 completely!

However if you have add-ons outside Prepar3D you may add extra line(-s) pointing to these add-ons. See for example:



Always put the paths to the add-ons last, so stock airports will be overwritten by your add-ons.

Note: You may also use several two separate runs ParkPosGenerator while it does not clean the parked folder when it starts, it only adds and overwrites.

3.2 Go!

If you push the Go! Button, the search will begin. At the bottom line it shows where it is searching. Note that it may take a while, so be patient. In the log file you can see where it is at.

3.3 ICAO Airport file

Example:

```
PERCENTAGE_PARKED=35
NUM_PARK_POSITIONS=254
A32;52.299536;4.753610;237.8;___;B744,B772,B763,B789,MD11,A332
A34;52.299946;4.753046;238.4;___;B737,A320,E190,CRJ9,B752
A36;52.300527;4.752560;237.9;___;B744,B772,B763,B789,MD11,A332
A41;52.300058;4.755637;57.8;KLC,KLM;GLF4,LJ40,F50,AT44,DH8D,B737,A320,E190,CRJ9
A43;52.300317;4.755363;58.0;KLC,KLM;GLF4,LJ40,F50,AT44,DH8D,B737,A320,E190,CRJ9
A45;52.300574;4.755090;58.1;KLC,KLM;GLF4,LJ40,F50,AT44,DH8D,B737,A320,E190,CRJ9
...
```

A file starts with two special (meta) lines:


```
PERCENTAGE_PARKED=35 (or the value you have set in the interface).
NUM_PARK_POSITIONS=254 (the number of parking positions in this file)
```

Each parking position line consists of a parking position **name**, a semicolon, the decimal **latitude**, a semicolon, the decimal **longitude**, a semicolon, the **heading** of the aircraft at the position (in degrees, with one possible decimal), a semicolon, the 3-letter ICAO code(-s) of the preferred **airline(-s)** at this gate separated by comma's, a semicolon and the 3-character ICAO code(-s) of the preferred **aircraft type(-s)** separated by comma's.

The airlines for each position are taken from the .bgl file or, if not available, "___" is generated (as a "wild card"). If this position is of type GA_LIGHT it will generate the non ICAO airline code **PVT** for private instead of "___".

The aircraft types it generates for each position depends on the type of the position. There are 10 possible types, for each type an example number of aircraft types are already specified, but you can change that of course.

Parking positions with a radius <= 5.5 meters (for vehicles) will be skipped.

	<p>Copy the airport.txt files from ParkPosGenerator subfolder parked to subfolder parked of PSXseeconTraffic (at your client PC, for networked solutions)</p>
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3.1 How to make changes in the interface

How to define the folders where to search?

Push the **change button**, specify a full path to a folder with add-on airport(-s) (*You don't need to end with pressing the Enter key*) and push the change button again. If the folder exists the folders turns to grey and the **Go! button** may be pushed.

You may specify up to 7 folders. You can copy and paste text in the different folders. There is no need to work top down, you may leave "holes".

With the **x button** you can delete a folder.

Save path names with the **save button** for later use, restore older path names with the **restore button**.

How to define the types of aircraft at each type of Parking Position??

Push the **change button**, edit the ICAO aircraft types for the different positions. Specify types separated by comma's. (*You don't need to end with pressing the Enter key*) and push the change button again. Wrong types will be automatically removed.

How to make changes to the minimum number of parking positions and to aircraft types?

Put the cursor in the textbox, make your changes and **press Enter**, an information message will show you the new value.

How to make changes to the PERCENTAGE_PARKED value?

Put the cursor in the textbox, make your changes and **press Enter**, an information message will show you the new value.

3.2 ParkPosGenerator.log file

The log file lists all .bgl files that have resulted in a number of positions in an airport file.